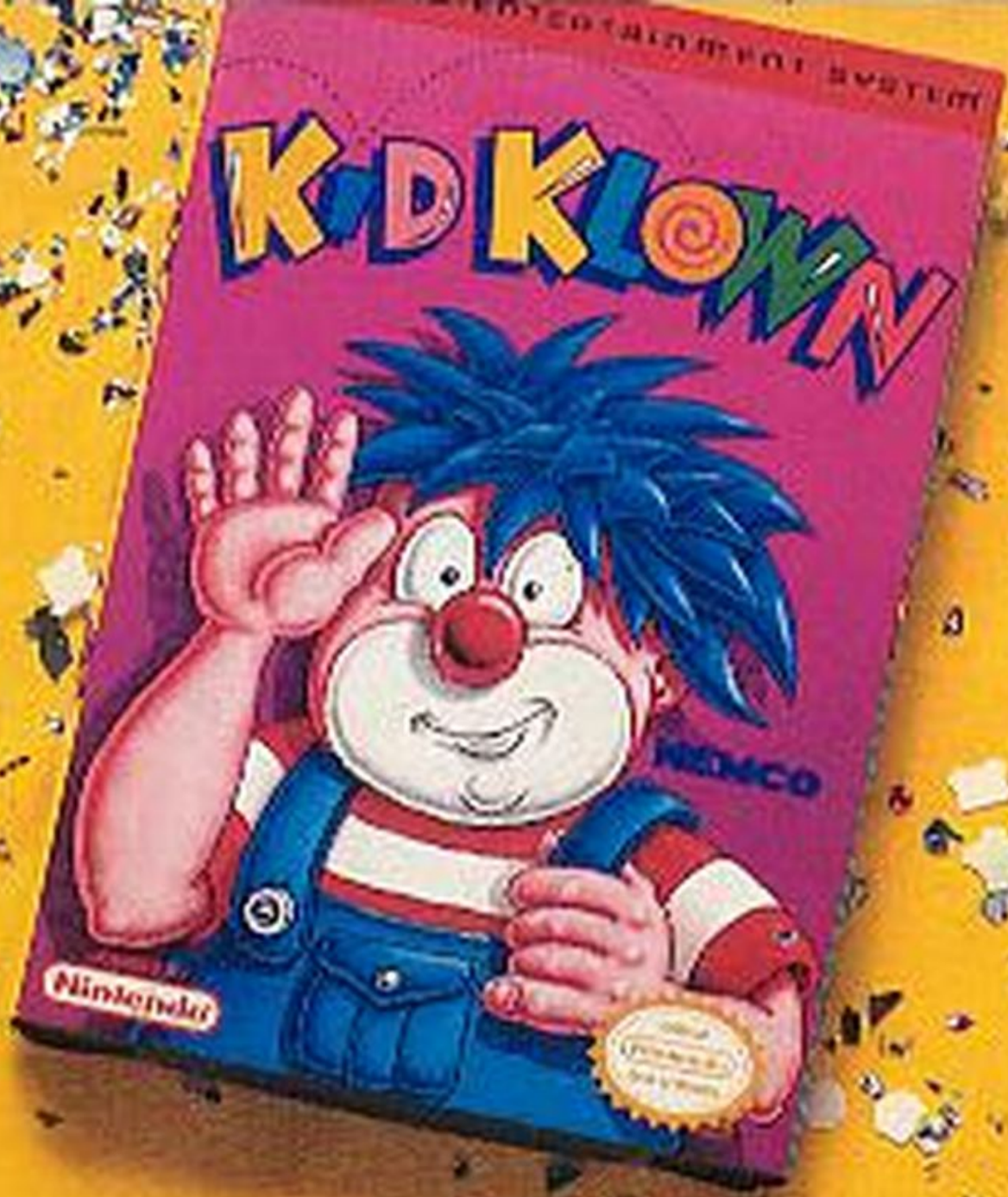
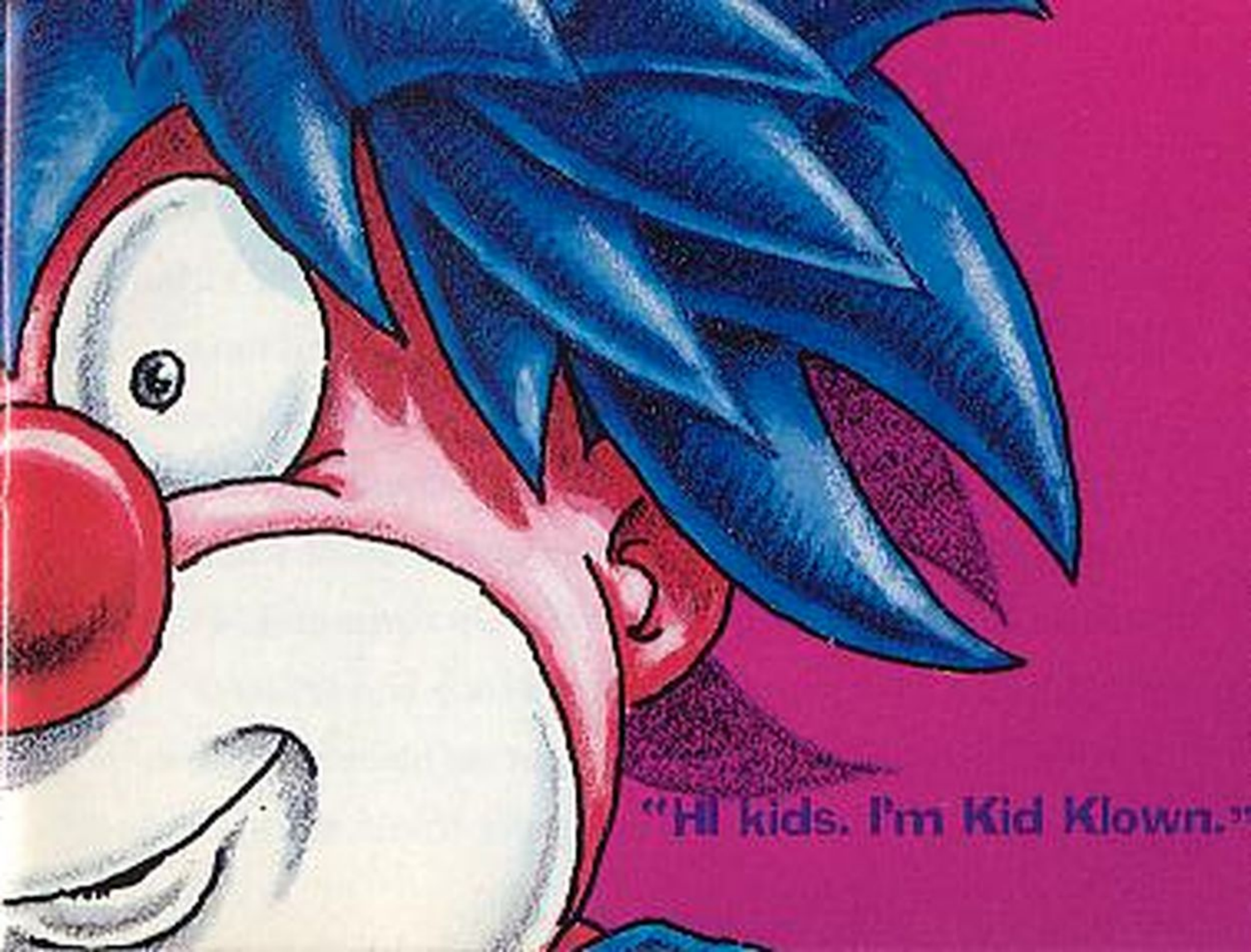
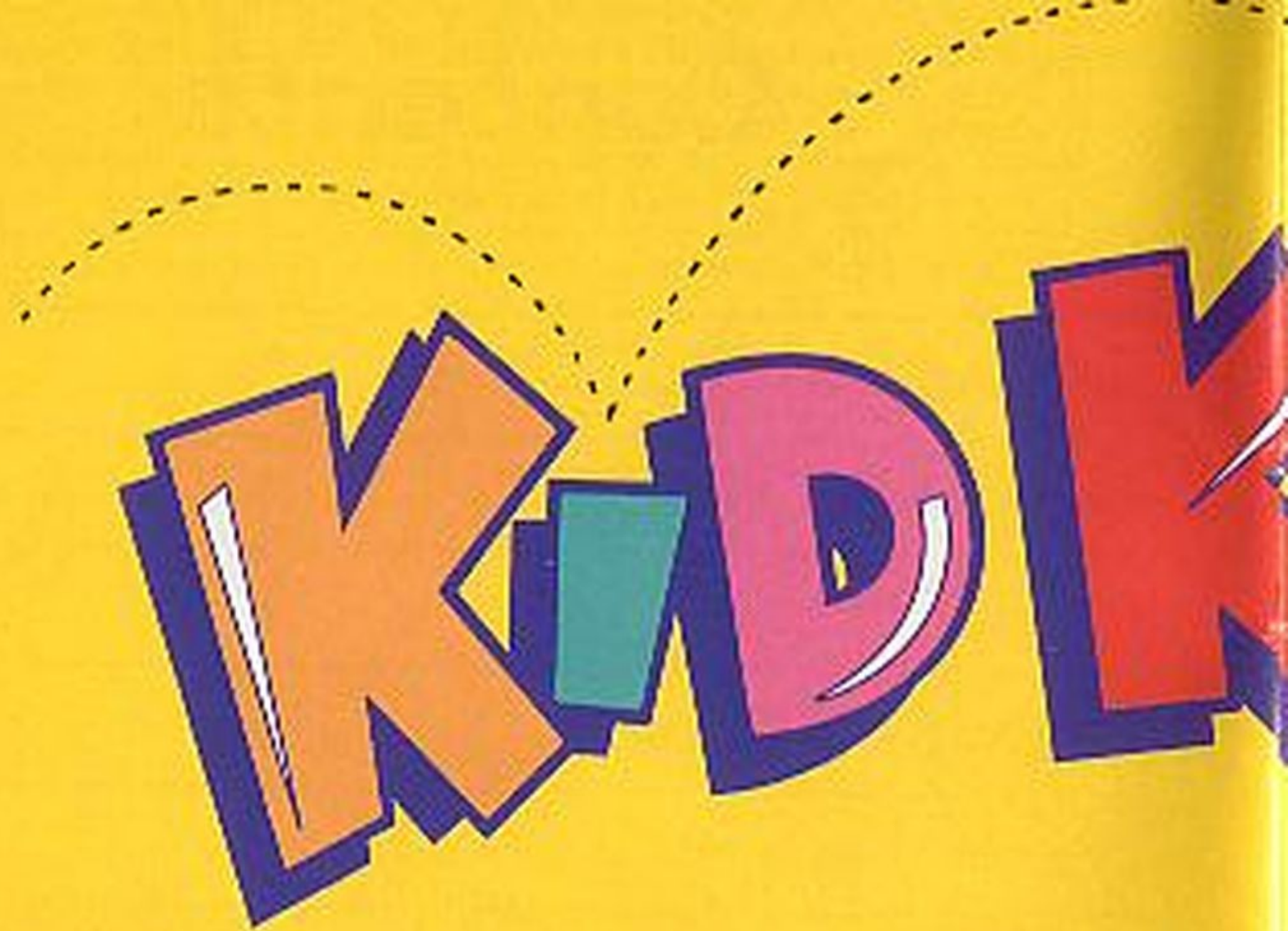
NES-NM-USA

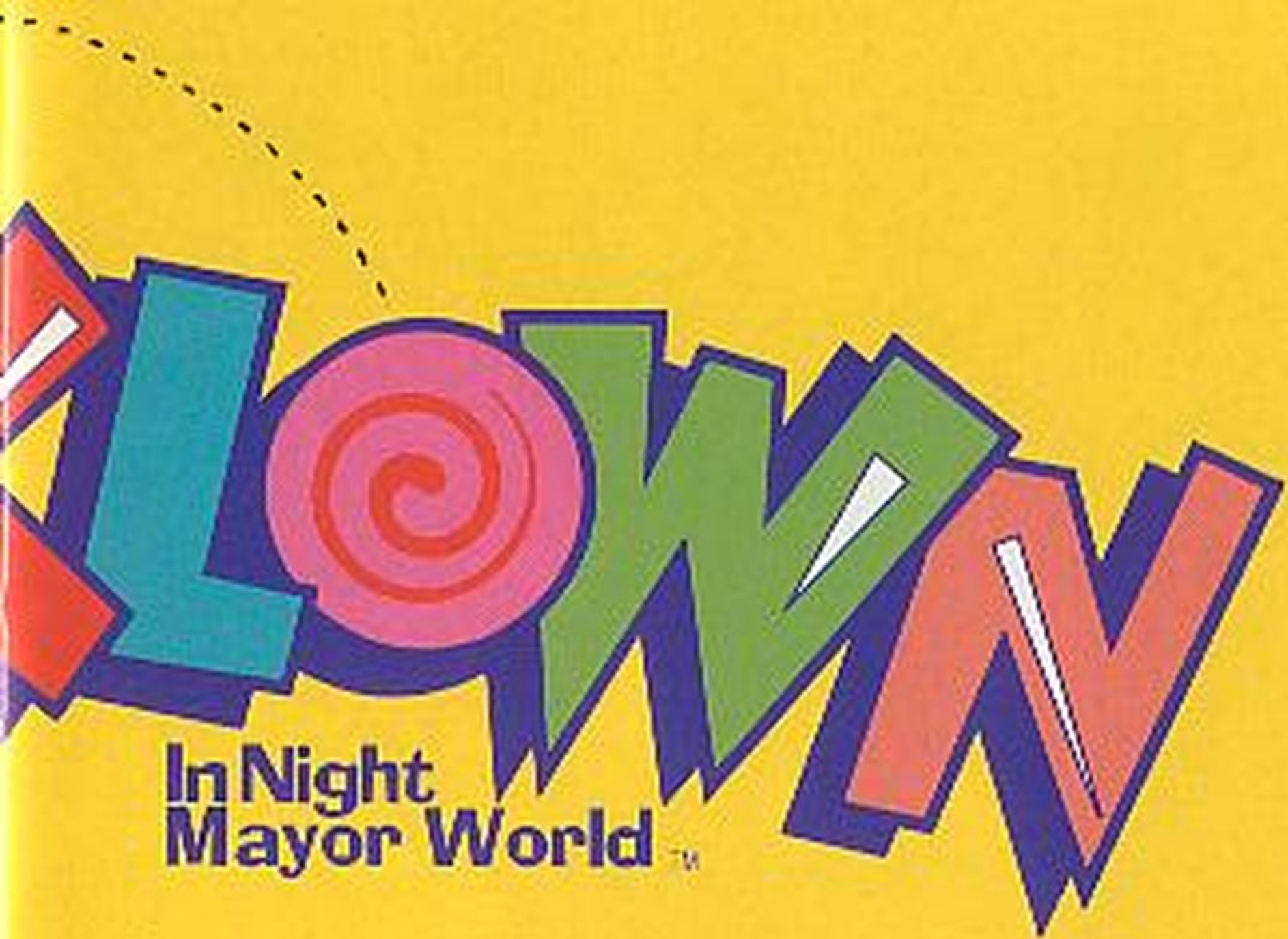


INSTRUCTION BOOKLET


"Hi kids. I'm Kid Klown."



Hello, and thank you for purchasing Kemco's® NES™ Game Pak, Kid Klown in Night Mayor World. This manual contains important information about playing the game, so



read it through to make sure you give Kid the best help you can. He'll be very grateful. Once you've read this, store it in a safe place for future reference.

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ADVISORY

READ BEFORE USING YOUR NINTENDO ENTERTAINMENT SYSTEM®

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have an epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

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Story

On a rainy Kansas night, the Klown family kicks back in their cozy circus trailer, traveling to the next location of the Big Circus Show. Suddenly, with a flash of lightning, the evil magician, Night Mayor, appears out of thin air! "Kid," he hisses, "I've found a vault full of priceless treasure, but I need your help to open it. Help me out, and you will be well rewarded!" Kid trusted wicked old Night Mayor about as far as he could throw him. "No way, pal! I know your dirty tricks, and I'm not

going anywhere with you!" The Night Mayor spat back, "Very well! No more Mr. Nice Guy!" Lightning flew from the sinister magician's fingertips and engulfed Kid's family. There was a thunderclap and Kid stood all alone in the cold rain. The Night Mayor had klown-napped Kid Klown's family! "If you ever want to see your family again, Kid, you'd better come find me! Ha, Ha, Haaa!" The Night Mayor's wicked laugh faded into the night...

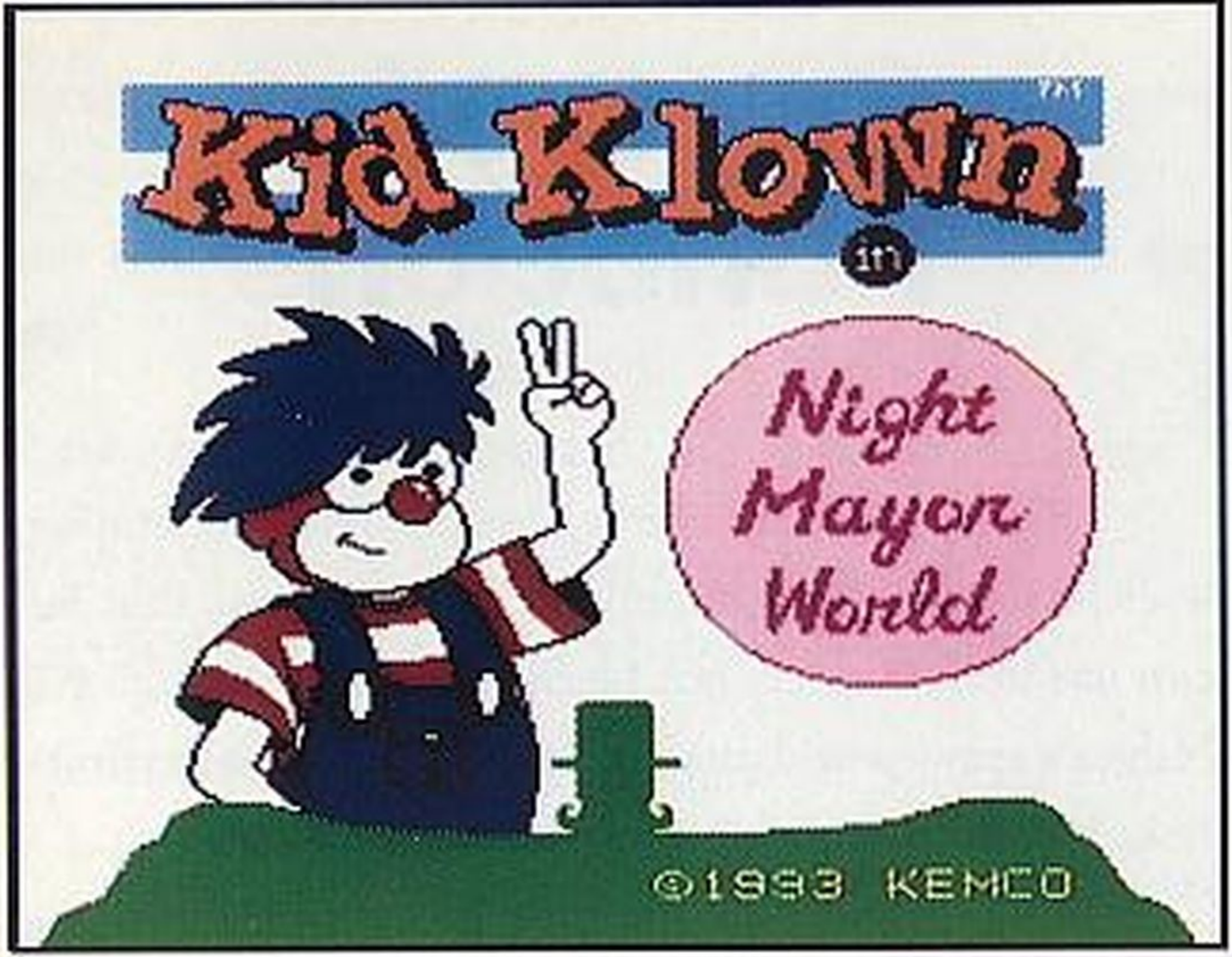
Major bummer, huh?

Wait, all is not lost! You can help this Kool Klown find the Night Mayor and rescue the Klown family. Read on to find out how!

Getting Started

Make sure the power is OFF, and slide your Kid Klown in Night Mayor World NES Game Pak (label side up) all the way into your Nintendo Entertainment System™ Control Deck. Press the Game Pak down until it locks, and press the Power Button on the NES deck to get started!

When the Kid Klown title screen appears, press the Start Button to take off on a dream filled journey!


Kid Klown
Night Mayor World
©1993 KEMCO

Controller Functions

Kid's pretty slick for a Klown-type dude, and he does have an endless supply of circus balloons that he can use in his search, but he can't make it through Night Mayor's crazy world alone. Get these cool moves down to help Kid out of hot water!

Control Pad (right & left) Kid walks in the direction pressed. The longer you hold the direction, the faster Kid will move. He can really hustle in his size 42 shoes!

Control Pad (down) Kid Klown ducks down.

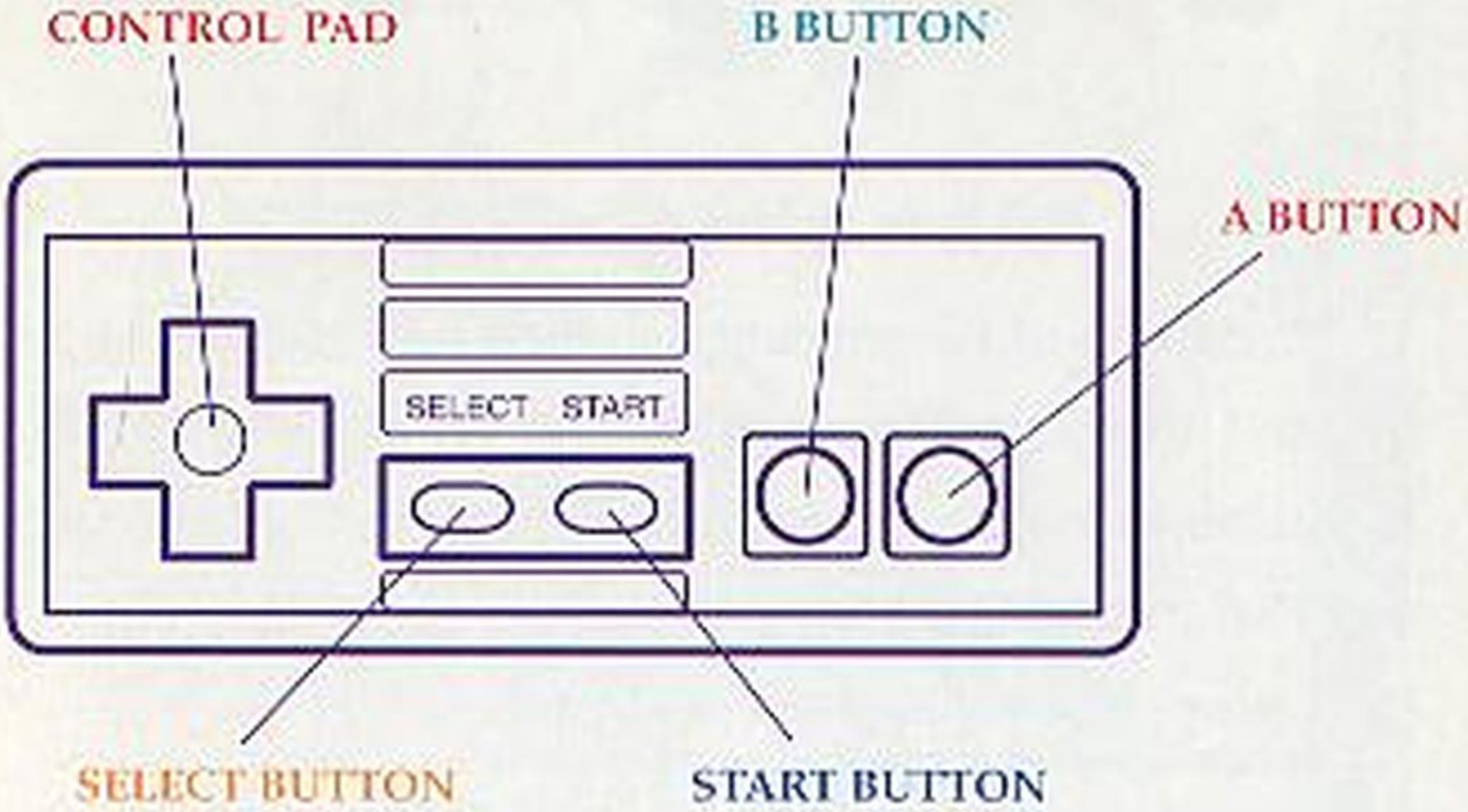
Control Pad (up) Hold this, then press and release the B Button to throw a balloon straight up.

B Button Press to inflate a balloon. Release to throw it in the direction Kid Klown is facing. Balloons are great for zapping the bad guys!

A Button Jump!

Start Button Starts the game. Pauses (or un-pauses) the game during play.

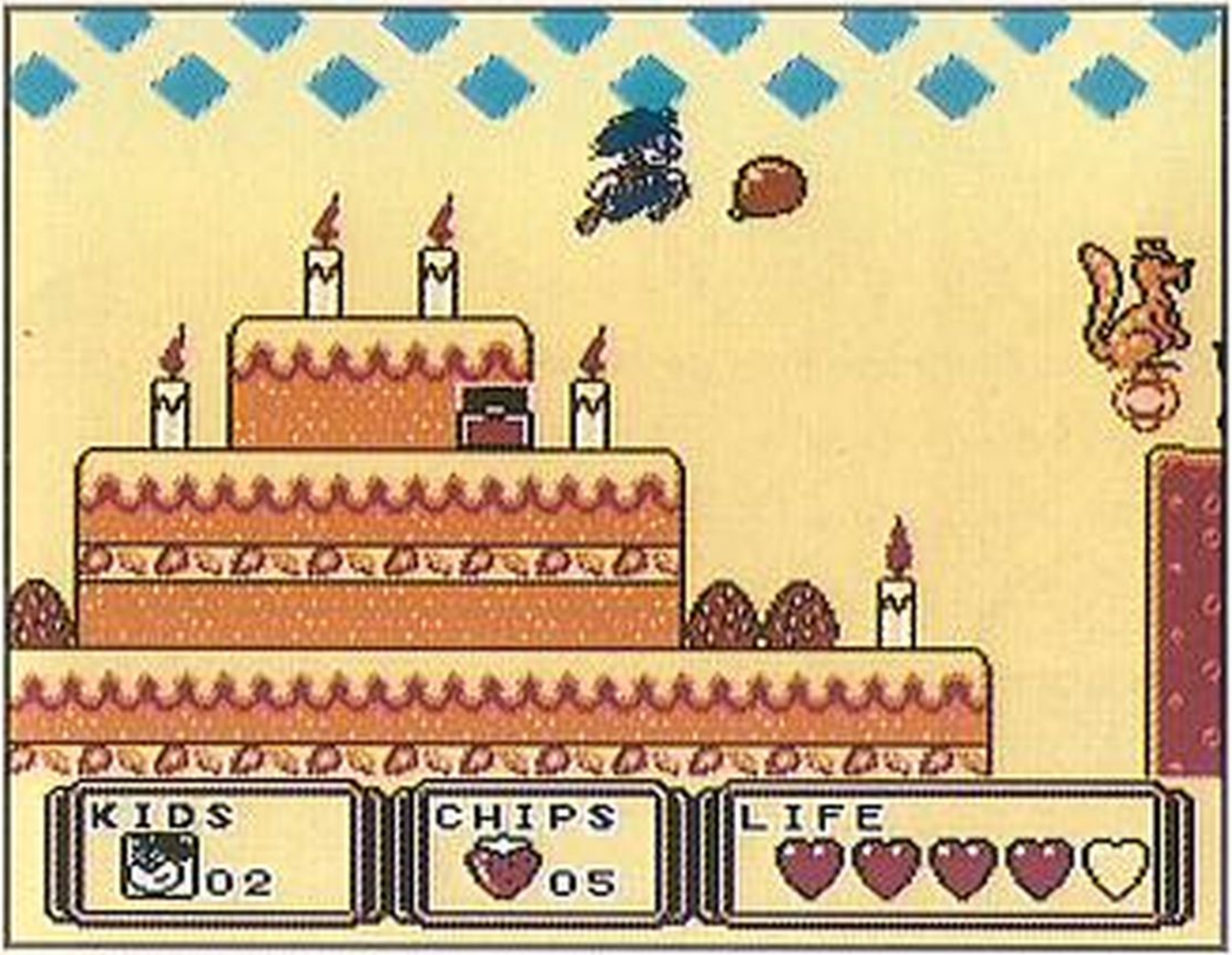
Select Button Press this during the title screen to turn the background music on or off. It is not used during play.


CONTROL PAD
B BUTTON
A BUTTON
SELECT START
SELECT BUTTON
START BUTTON

Special Moves

Aim the Balloons

After Kid Klown jumps, while he's still in the air, he can throw a balloon in 8 different directions! Push the A Button to jump. While Kid's in the air, hold the Control Pad in the direction you want to throw the balloon, then press and release the B Button.


KIDS
02
CHIPS
05
LIFE

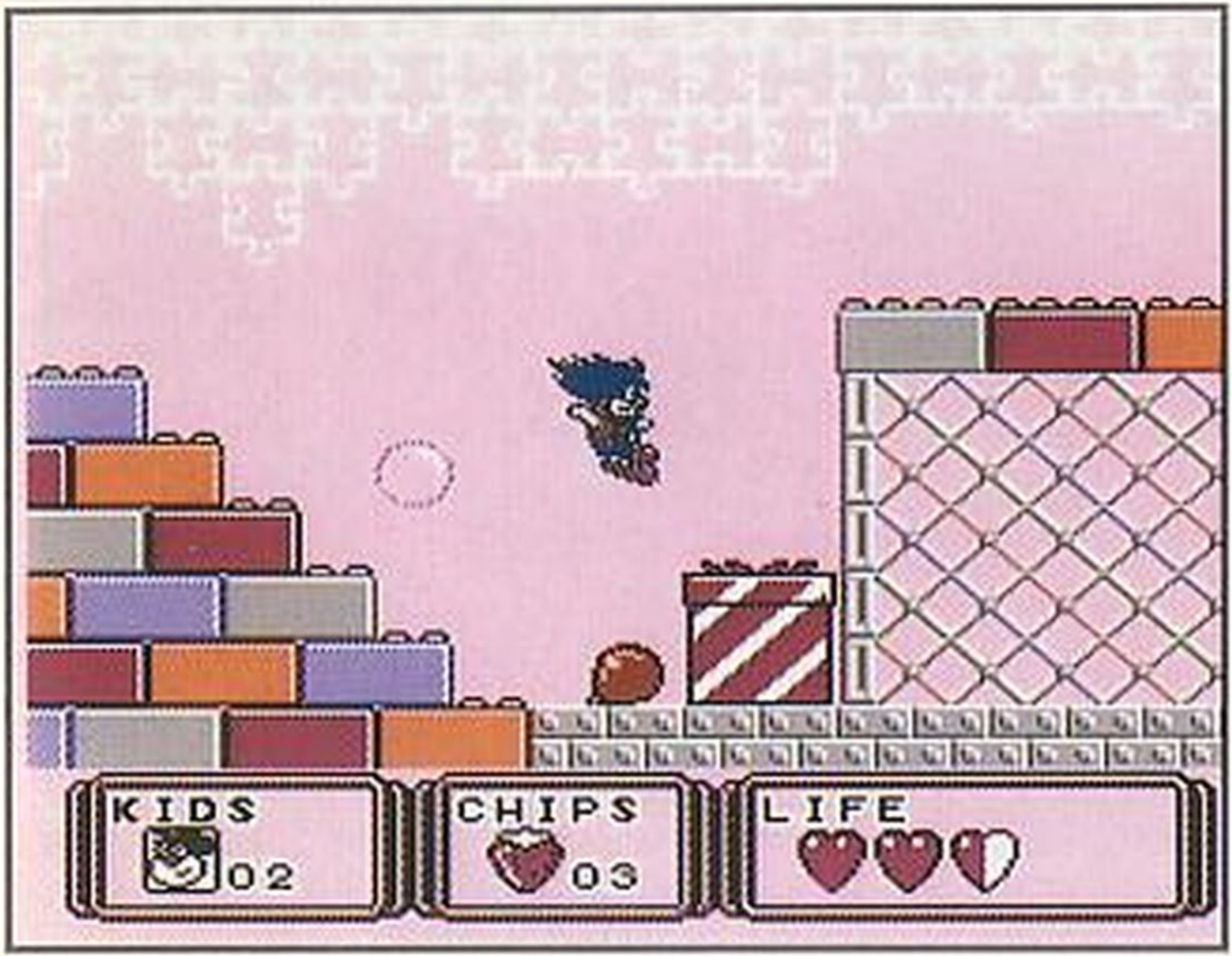
Float

Lighten the load on Kid Klown's big feet by holding the B Button. That way, Kid holds onto an inflated balloon. This allows Kid to slowly float down from any height. This is especially helpful on soft ground (like snow), or while jumping over extra wide gaps.

KIDS
03
CHIPS
04
LIFE

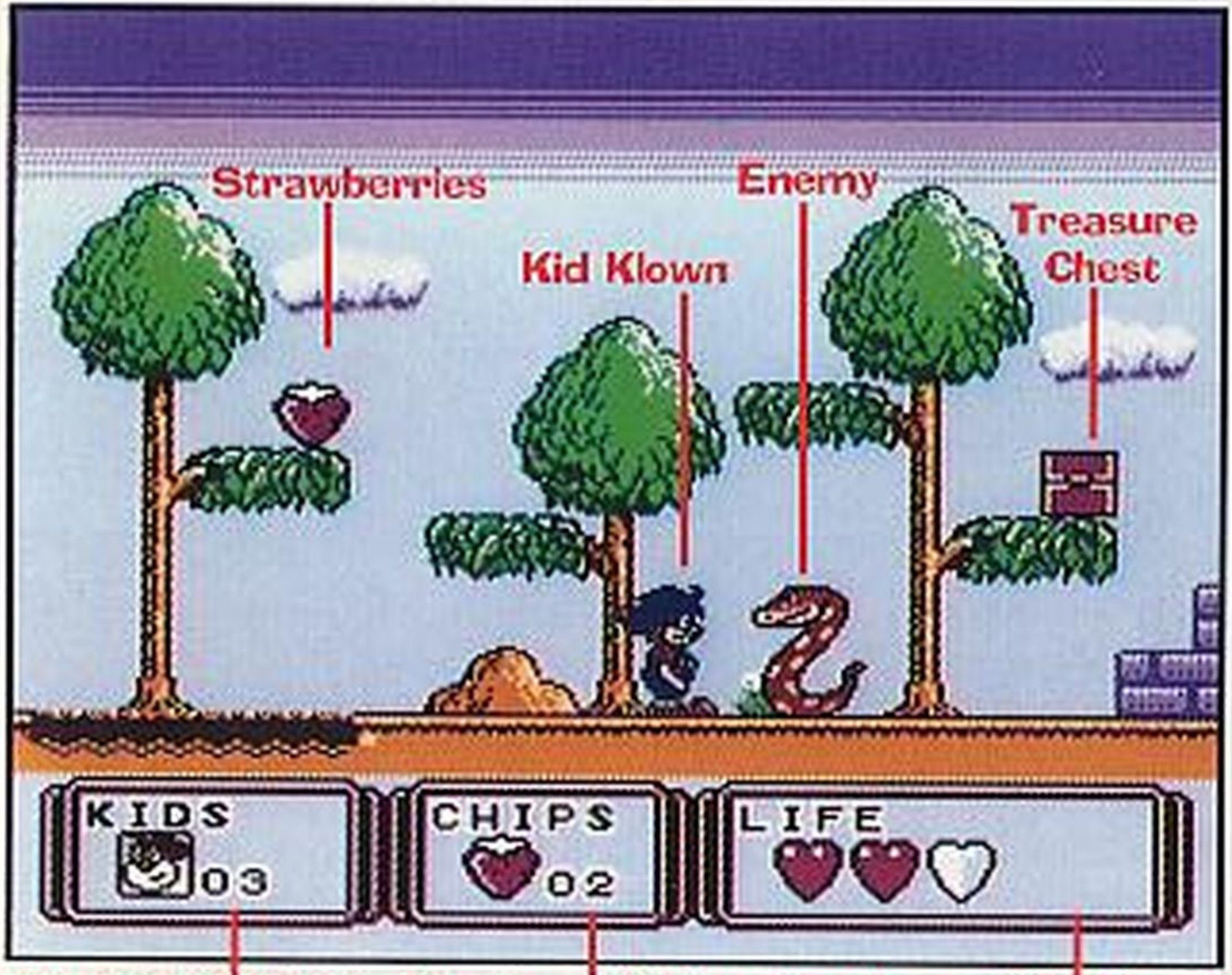
Balloon Bounce

If Kid's got to jump up high but just can't make it...set a balloon on the ground and jump on top of it for a bit of a bounce boost. Remember that the balloons won't last long once they are on the ground, so move quickly to jump on them before they pop! To place a balloon on the ground, hold Down on the Control Pad, then press and release the B Button.


KIDS
02
CHIPS
03
LIFE

Playing the Game

What's that I see?


Strawberries
Enemy
Treasure Chest
Kid Klown
KIDS
03
CHIPS
02
LIFE
Number of Klown lives left
Number of Strawberries collected
Life Hearts

Treasure Chest What's inside? You'll never know unless you open it with a trusty circus balloon. Throw balloons at the treasure chests to bust 'em open. Then make Kid Klown walk over the opened chest to retrieve the hidden treasure inside!

Kid Klown That's you, Kool Dude!

Strawberries Collect these giant berries and gain bonus shots at the end of each stage. Try to pick up as many as you can.

Enemy Knock Nightie's Nasties into reality with a well-placed circus balloon!

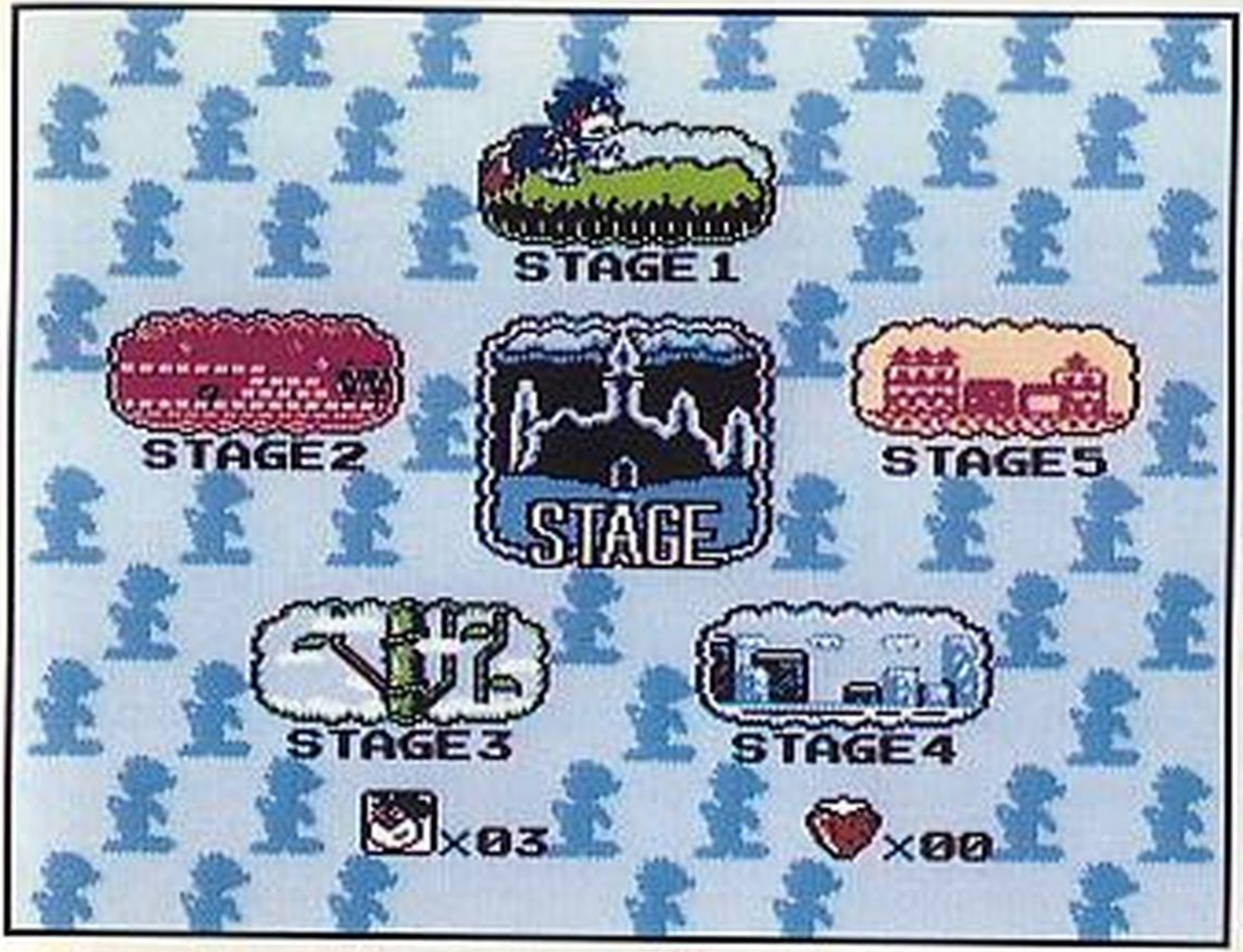
Number of Klown Lives Left This indicates the number of lives Kid Klown has left to finish the game.

Number of Strawberries Collected this Stage Remember to pick as many berries as possible!

Life Hearts These hearts indicate Kid Klown's life level. When these run out, you're in BIG trouble.

Dream Realms

Night Mayor World is made up of five outrageous realms. Using your imagination, and Kid's expert balloon moves, you must conquer each world in turn to rescue his family...


STAGE 1
STAGE2
STAGE
STAGE5
STAGE3
STAGE4
×03
×00

Stage 1, Deadly Meadow

This isn't Kansas anymore, Kid! Kid Klown's up against vicious somersaulting circus poodles, poisonous red spiders, and a severely underfed giant clam. Will Kid survive to battle an overgrown Barn Owl with a sweet tooth for teenage Klowns?

Stage 2, Terrible Toyland

What would you do if your toys started to treat you like you treated them? An army of tin soldiers, yo-yo swinging robots, and renegade puzzle pieces (the ones that got lost 5 minutes after you opened the box) are determined to leave Kid lying all over the floor. Heads up, Kid!

Stage 3, Big Bad Beanstalk

Jack had it easy. Can Kid climb to the top of this hazardous beanstalk and take out the giant Cyclops? Only if you can safely get Kid past blade-flinging mutant insects, mis-guided missiles, perilous projectile popping pea pods, and Mother Nature gone crazy!

Stage 4, Arctic Wasteland

Regardless of what your mom says, you don't need a warm coat in this frozen world...the action on the ice is hot enough to keep Kid Klown sweating! Dodge ice skating witches, sinister snowmen, and try to stay in control on the slip-

pery ice! Beware of newly fallen snow too, or you may find yourself up to your neck in trouble.

Stage 5, Candy World Kid's out of the ice and into the icing! What a stomach ache! Kid Klown's got to get through mountainous mounds of cavity causing confections to reach the end of this crazy candyland. Watch out for lollipop snails and loony ice-cream cones that just can't seem to keep their heads on straight.

If Kid balloons his way past each of Night Mayor's dream guardians, maybe he can rescue his Ma, Pa, and Bro...maybe.

Bonus Game Details

Depending on how many strawberries Kid picked up, he'll have the chance to bean some bonus booty after beating the Big Boss at the end of each level.

Aim the cross-hair cursor and hit the moving items with Kid Klown's balloons to gain hearts and 1-ups!

Control Pad Move the aiming cursor with the Control Pad.

B Button Press and hold to inflate a balloon, release the button to lob a balloon at the aiming cursor.

Start Button Press this to exit the Bonus Game before Kid uses up his chances...careful with this, you'll lose all of Kid's strawberries!

Hint- You'll have to "lead" your targets a bit; balloons just aren't faster than a speeding bullet. Some targets will move erratically and suddenly change the direction in which they are moving. Aim carefully, keep trying, and have fun!

KIDS
03
CHANCE
01
LIFE

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